

EDUCATIONAL GAMES

ASTRO QUOTES/16k

Requires Joy Stick High School and Older

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ATARI

Program Design, Inc. 11 Idar Court Greenwich, Conn. 06830

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What is Astro—Quotes?

Astro—Quotes is a series of three separate programs that use vocabulary, logic and problem solving to produce almost unlimited game possibilities. Each program contains 170 words and definitions plus 30 to 40 quotations. When the program is run, the computer produces a unique puzzle to be solved.

The player first tries to guess four vocabulary words. On each correct guess the word is filled in at the top of the screen and the letters of the word are placed into corresponding locations in the other vocabulary words and the quotation in the middle of the screen.

The idea is to correctly guess the words and the quote.

How To Play

Spaces for vocabulary words appear at the top of the screen along with their definitions. Each blank represents an unknown letter. Below is a rectangle which contains the unrevealed quote.

The player must first determine the words that fit the definitions. These can be typed in ANY ORDER and without reference numbers. The computer will automatically match up the word to its definition. If the guess is correct, the program will put the words in the proper spaces. The user can guess the quotation at any time, but the game ends when the user guesses the quotation.

In order for the quote to be judged correct, it MUST HAVE CORRECT PUNCTUATION!

To get the maximum score, all vocabulary words must be guessed, before guessing the quote.

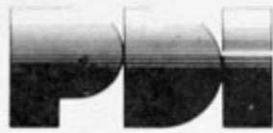
After typing in a guessed word or quote, the player must press the RETURN key.

Correcting Errors And Giving Up

If the player wishes to give up, he or she should type . The computer will automatically score the game and show the correct answers.

To correct a typing error, press the backspace key.

Sides A and B of the cassettes contain identical material.
Each side contains three separate programs.



Program Design, Inc.
11 Idar Court Greenwich, CT 06830
203-661-8799